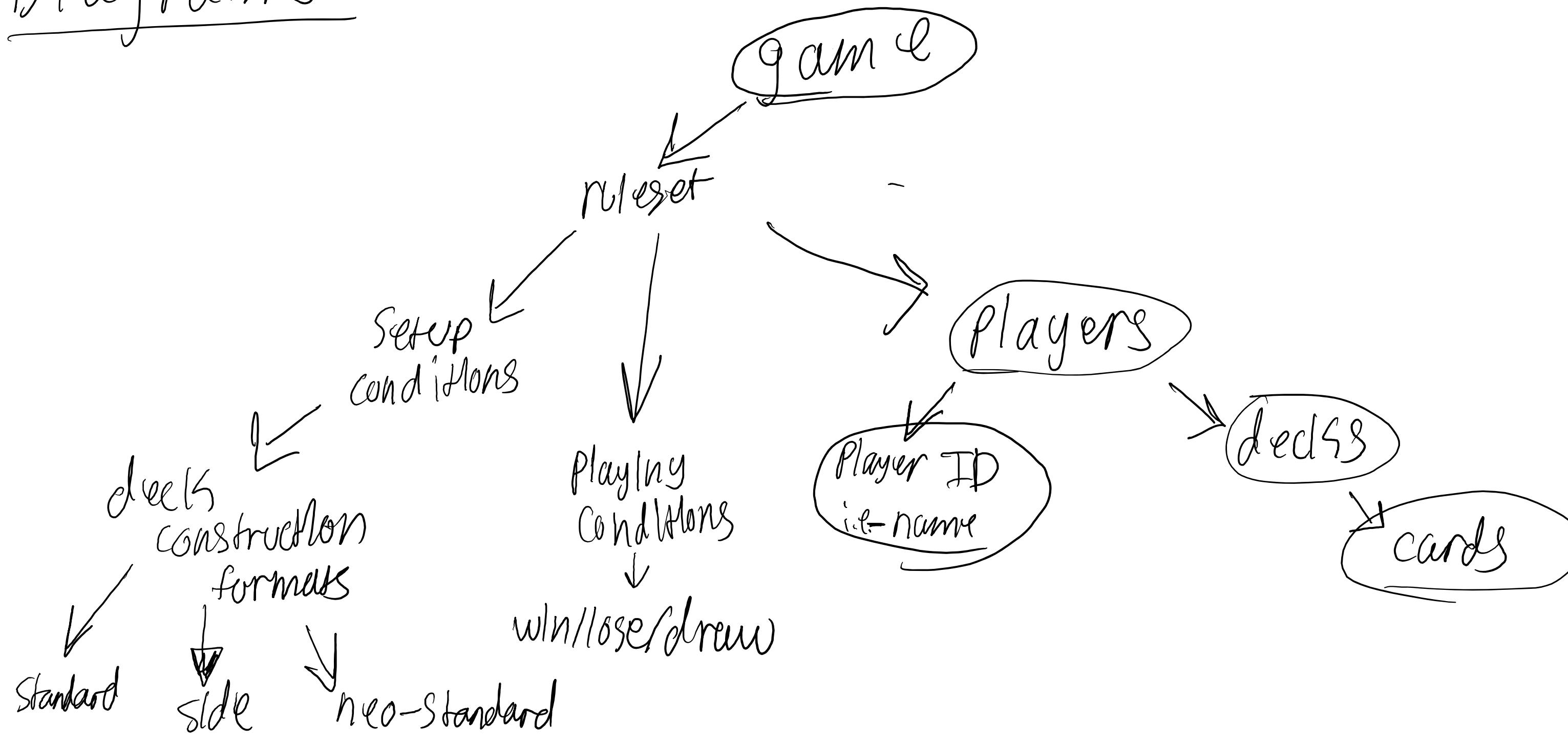


Diagrams



ruleset Impl

gamemode Duel

+ 2 players

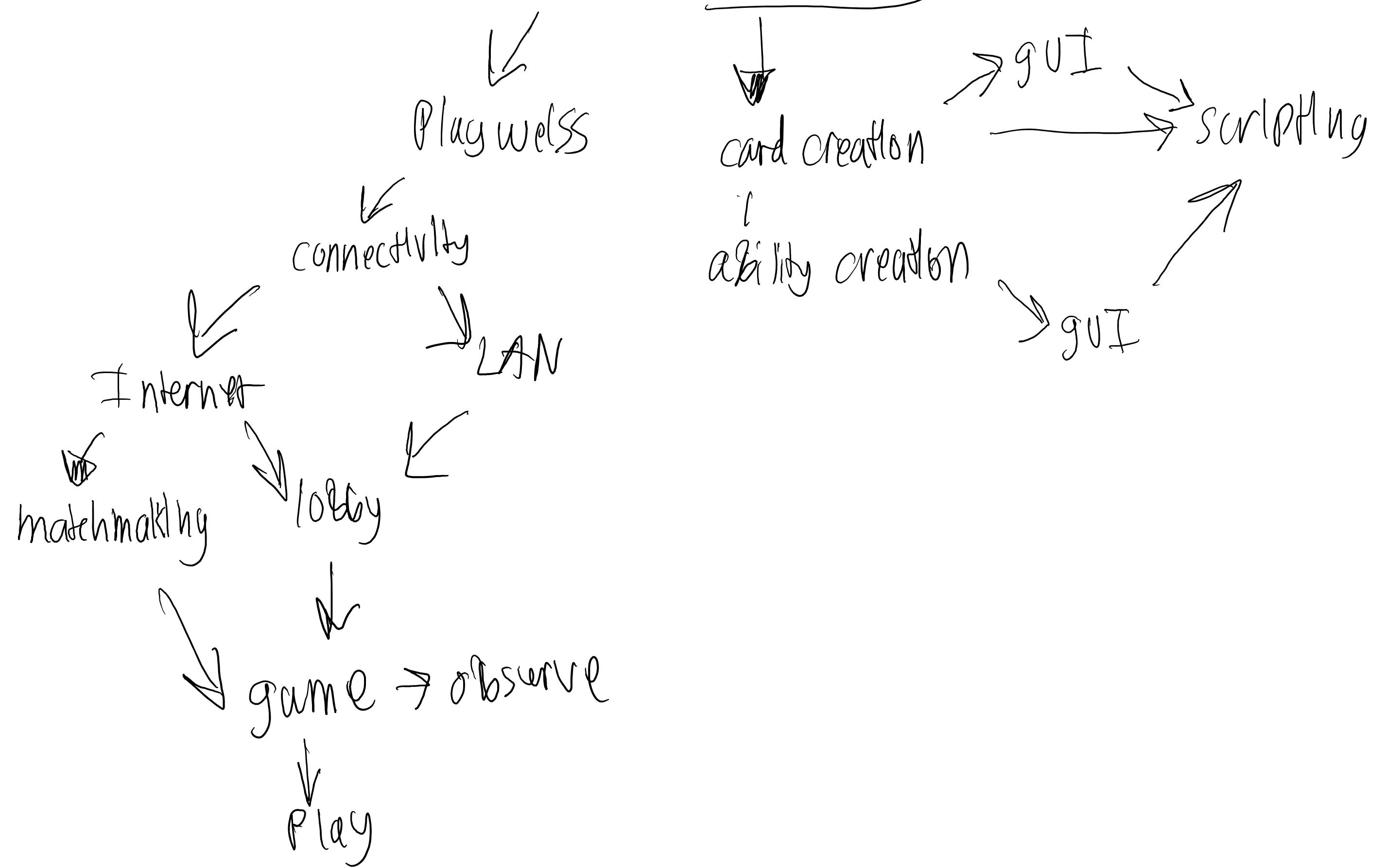
+ 2 respective - 50 card decks

+ 4 cards with same name *

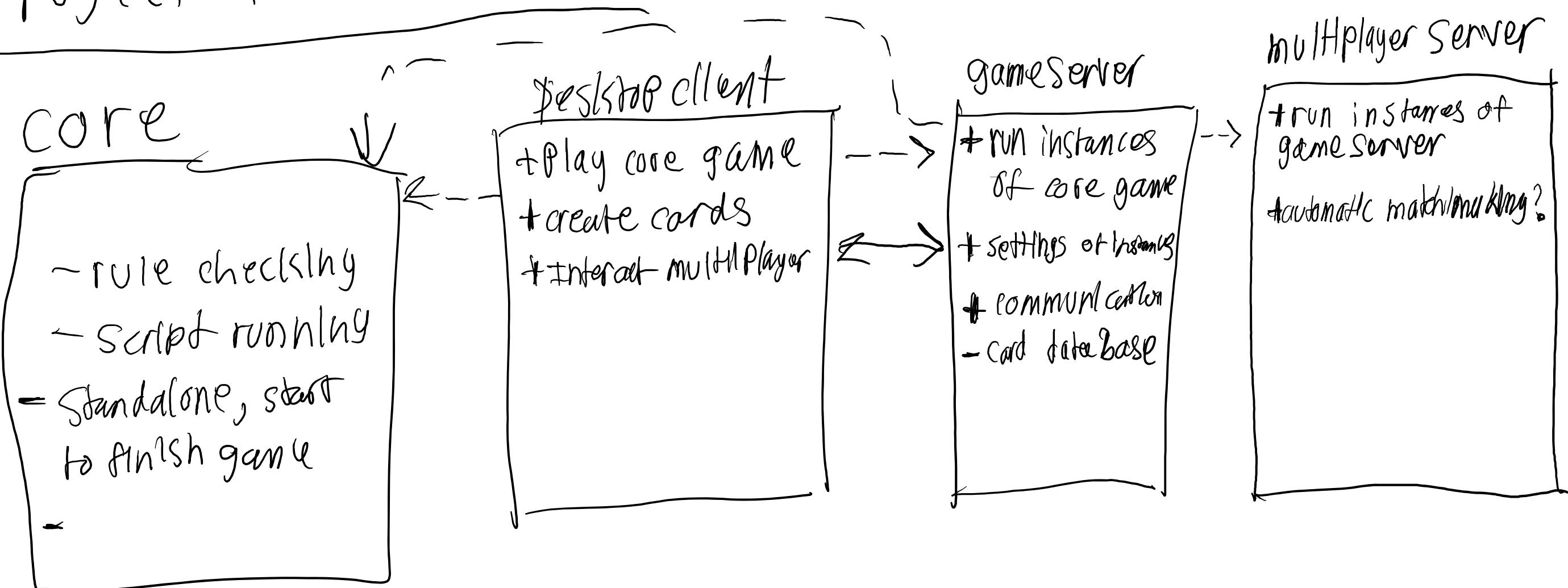
+ 8 climaxes

+ multiple endgames (i.e. level 4)

WSPro/websports



Project Breakdown



Core major components

Game Flow

Game

- + Players
 - communicate - a way to interact with the game
 - Decks - a player's cards and attributes overall
- # RuleSet
 - Format - a collection of attributes to run a particular version of the game
- # Configuration - a collection of properties for the entire game regardless of the format

gameFlow example: Pre-game^d

- + [Determine Turn Player] // from config file
- + add cards (Player, Deck zone, card list)
- + shuffle (Player, Deck zone)
- + DrawCard (Player) (x5)
 - + move (Player, Deck zone, hand zone)
- + ASK Player (command, up-to)
 - ↳ discard (Player, Handzone, 5, bool: optional)

*while handsize < 5
- + Info (sizeC), Player, handzone)
- + Draw card (Player)

Command

```

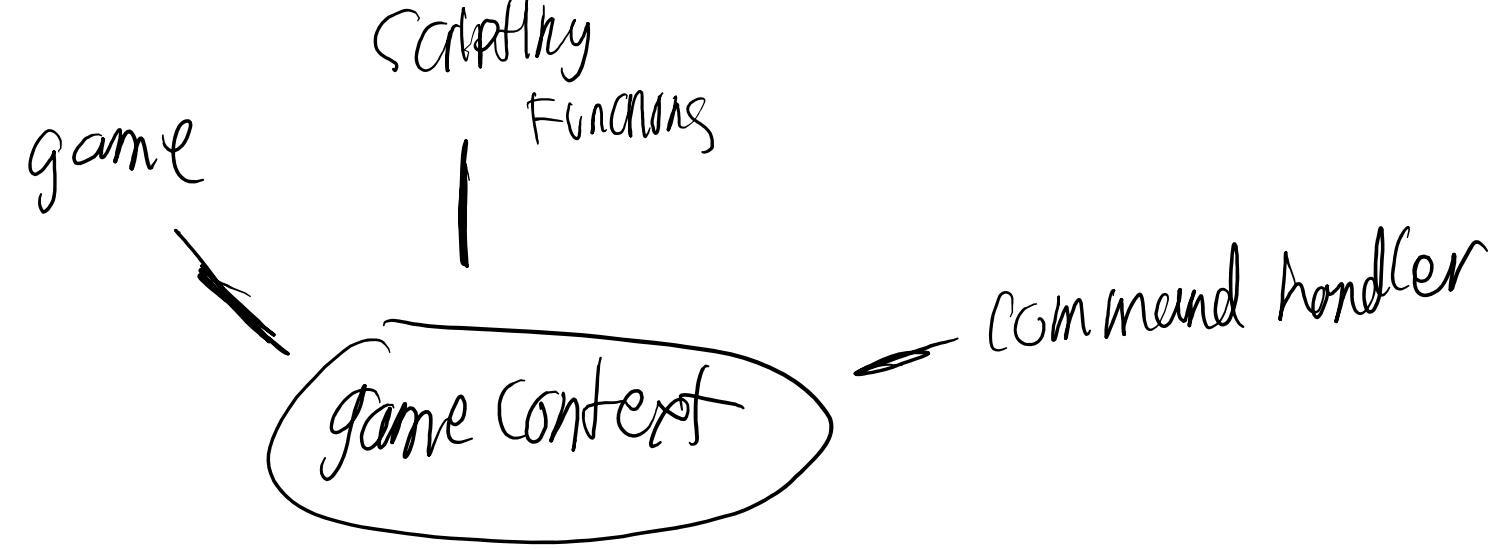
L execute (Handler)
  
```



+ EXECUTION_STATE

Keyword

+ Parameters ... } String form



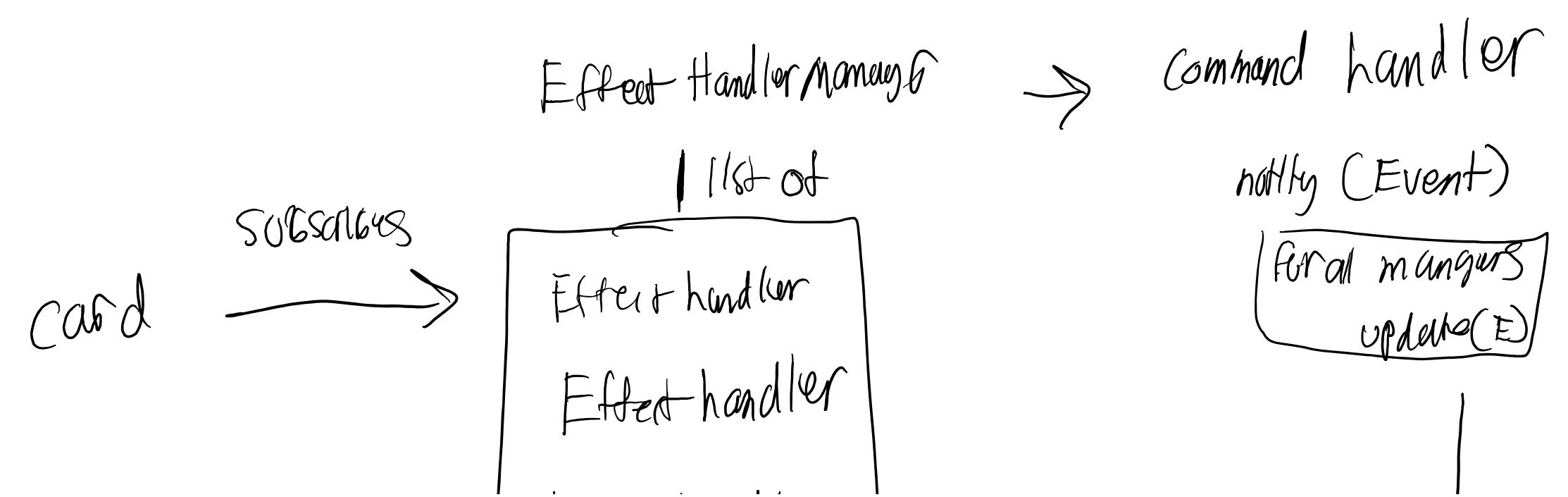
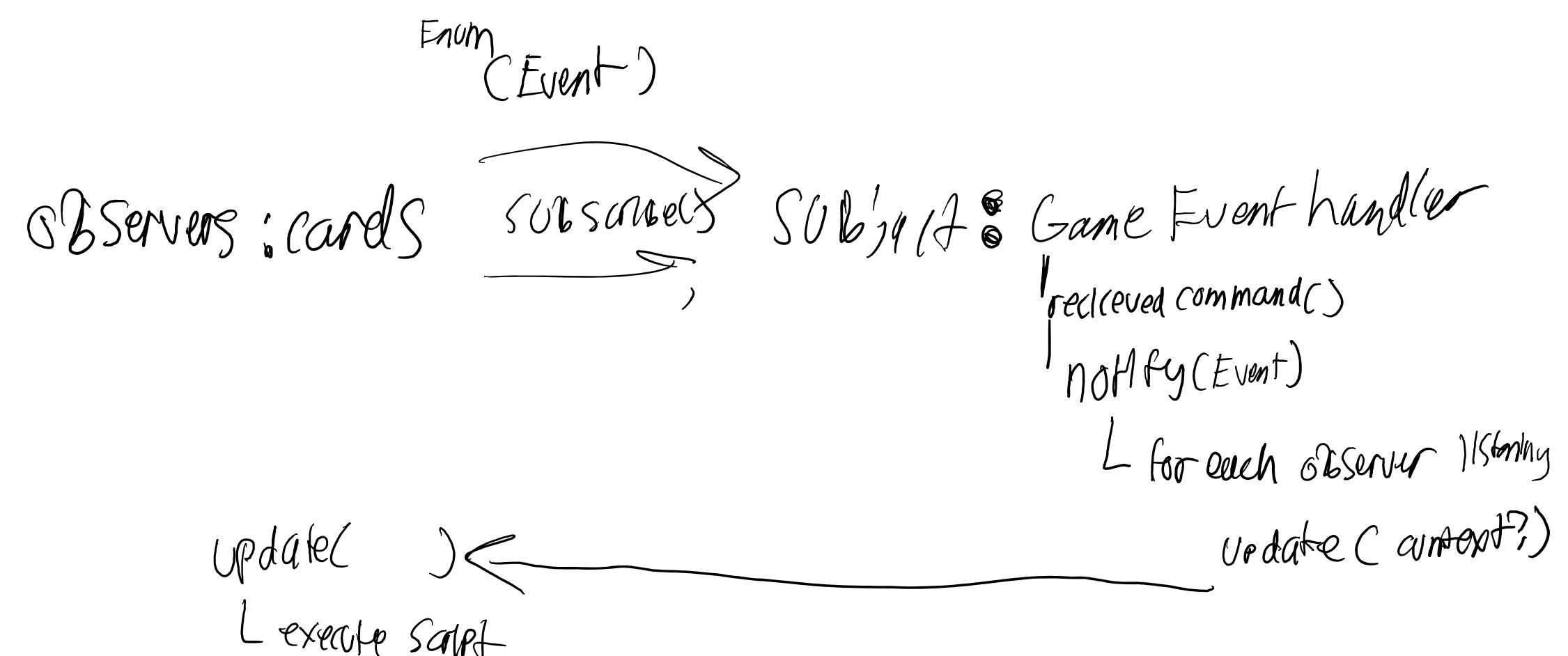
Event Flowdown

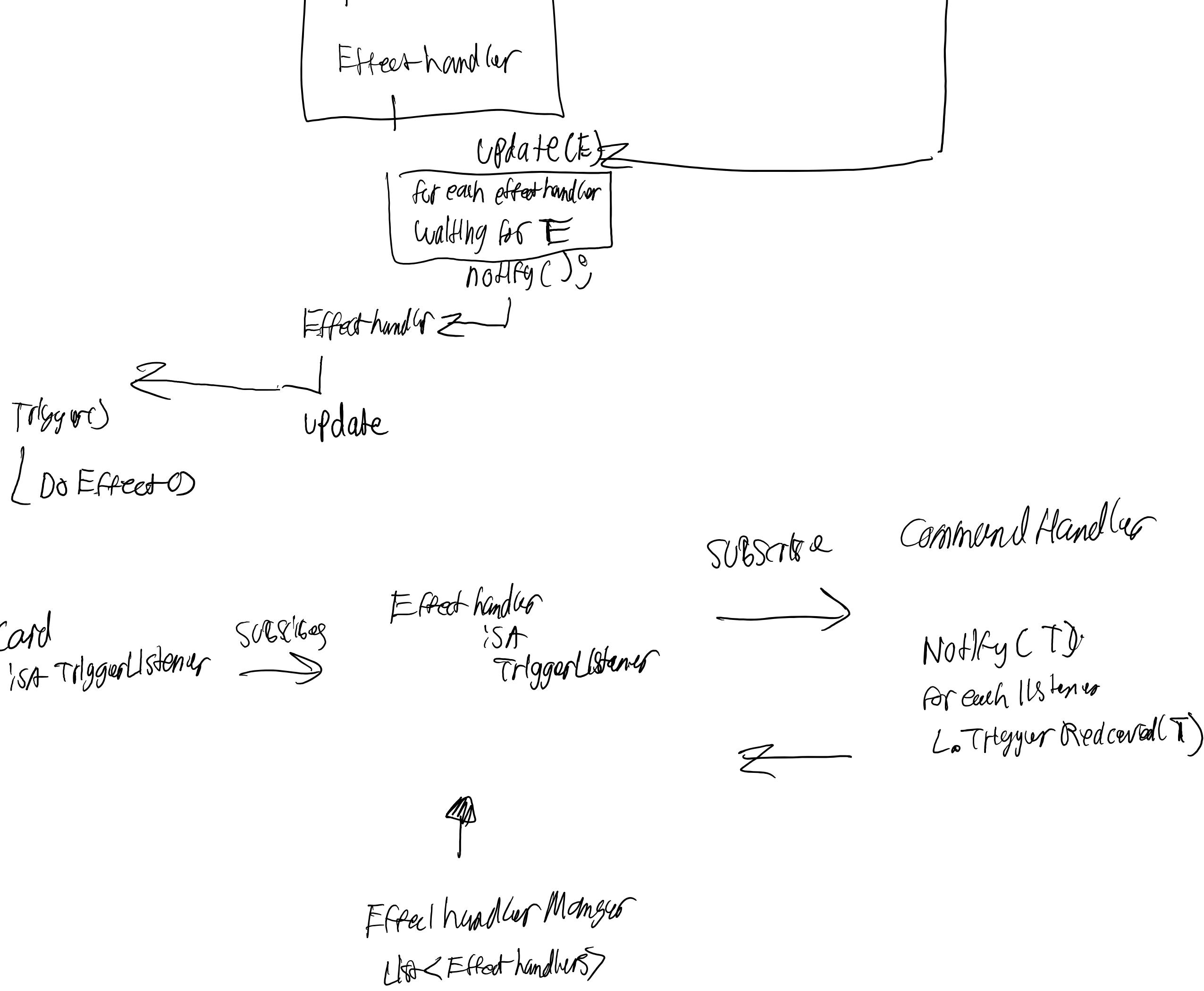
move command (cardID, stage, walking)

- moves card
- raises (card_moved _from_ stage _to_ walking)

Command handler

command void execute
 notify (Event)





Event chain system

Context

```

|   command handler
|   - receives Command()
|       - command Execute(context) // move command
|           // Does move action
|           - context.getEventHandler().issueEvent(CARD_MOVED)
|
|   |

```

Effect Handler

```

- ISSUE EVENT(EVENT)
    - For each Event Listener
        - Event Listener.update(Event)

```

L1/Do action based on event

Game creation Flow

